

# MACKENZIE

## NICE

## Quality Assurance Tester



### EDUCATION

University of Montana (Missoula, MT)  
2021-2025)

- Bachelors of Media Arts and Game Design

Montana University (Great Falls, MT)  
2019-2021

- General Associates

### Experience

- Conducted playtesting and QA testing for multiple game projects, identifying bugs, balancing issues, and usability concerns.
- Evaluated game mechanics for balancing, fairness, and player engagement, providing structured feedback for improvements.
- Used Unreal Engine and Unity to test assets, mechanics, and level functionality, identifying performance issues and inconsistencies.
- Participated in beta tests for providing structured feedback on game performance, UI clarity, and gameplay balance.
- Submitted detailed bug reports and feedback to developers via forums, surveys, and tracking tools.
- Assessed player experience, difficulty balancing, and game flow, helping developers refine gameplay elements before release.

### Skills

**Bug Tracking & Regression Testing** – Tracked, followed up, and re-tested issues to ensure proper resolution.

**Task Prioritization & Team Collaboration** – Effectively prioritized tasks and worked closely with teammates to meet deadlines.

**Project & Timeline Management** – Maintained strong awareness of project and development timelines.

**Process Improvement & Skill Development** – Continuously sought ways to improve testing tools, procedures, and personal skills.

### Strengths

II **Communication Skills**

II **Adaptability**

II **Attention to Details**

- **Time management and Efficiency**
- **Critical Thinking**
- **Problem Solving**

### CONTACT ME

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